

Please prepare ALL of the following excerpts:

Don't play shaded parts.

1. Charlier, Etude #6, Du Style, trumpet in Bb.

♩ 6
9 Andante cantabile sans lenteur (M.M. 63 = ♩)
dolce
p
espressivo
f *tr*

2. Beethoven, Symphony No. 7, Op. 92 in A major, mvt. 1, measures 89 to 110, trumpet in D.

Vivace ♩ = 104
24 Viol. I
63 *ff*
94 *p cresc.*
103 *ff* [C] 9 Cor. I

3. Beethoven, mvt. 3, measures 211 to 226.

Assai meno presto
♩ = 84
211 *ff* 1 2 3 4 5 6 1 2 3 4 5 6 12 Vello. C.-B.

4. Ravel, Rapsodie Espagnole, mvt. 4, 1 after rehearsal 24 to 2 after 26, trumpet in C.

24 Fl. Assez animé TROMP.

25

26 Un peu retenu 1^{re} Tromp. mettez la Sourdine

5. Respighi, Fontane di Roma, 14 after rehearsal 6 to 7, trumpet in Bb.

La fontana del Tritone al mattino. Un poco meno (Allegretto) Più vivo (gaiamente)

5 10 5 15 6 13 (CON SORDINA)

7 Più vivo ancora string.

6. Respighi, 1 after rehearsal 11 to 14 & 4 after rehearsal 17 for 11 measures.

La fontana di Trevi al meriggio. **11** All^o vivace *IN LA*

This musical score consists of three systems of two staves each. The first system (measures 11-12) is highlighted in green. Measure 11 starts with a *ff* dynamic and a *IN LA* instruction. Measure 12 is marked **12** and *IN SIb*. The second system (measures 13-14) continues with *ff* dynamics and includes first and second endings. The third system (measures 15-16) is marked **13** and features a sequence of notes with accents.

La fontana di Trevi al meriggio. Calmo **17** *CON SORDINA*

Mettere sord. 7 3

This musical score consists of three systems of two staves each. The first system (measures 17-18) is highlighted in green. Measure 17 is marked **17** and *CON SORDINA*. Above the staff, 'Mettere sord.' is written with a '7' and a '3' indicating fingerings. The second system (measures 19-20) includes a *dim.* dynamic marking. The third system (measures 21-22) is highlighted in green and ends with a *Tacet al fine* instruction and a '2' indicating a second ending.

7. Strauss, Der Rosenkavalier: Suite, Trumpet in C.

sempre accelerando

